FESE-D-BL

BLAZING RANGERS

INSTRUCTION MANUAL

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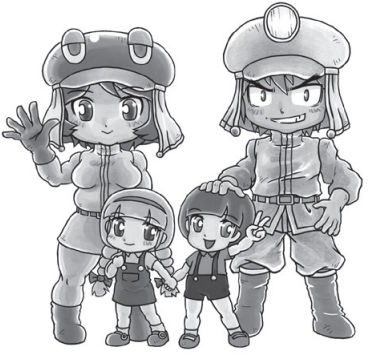

Thank you for selecting the FIRST PRESS GAMES Game Cassette BLAZING RANGERS.
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OBJECT OF THE GAME/GAME DESCRIPTION

The Ranger Company is a professional team of fire fighters, which resolves any kind of dangerous emergencies, all around the world. The brave rangers are experts in their field and hone their skills with their relentless daily training. Just now, a series of mysterious fire outbreaks has been reported. So it's time for an emergency dispatch!

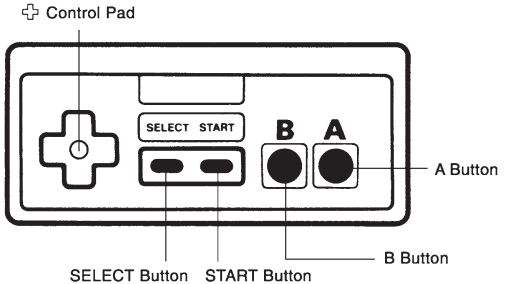
But wait?! Everyone is already on a mission right now? We only have two rangers left for this mission? Ranger Mimi, who hates training, and Popo, the most hot-headed ranger of them all, are on duty. Well, it can't be helped. It's time for you to save the day... The future of the city is in your hands, so rush to the fire sites and rescue all the children!

Please read this instruction booklet to ensure proper handling of your new game.

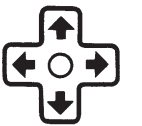
Note: In the interest of production improvement, game specifications and design are subject to change without prior notice.

1. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 - for 1 player game
Controller 2 - for second player in 2 player game



Control Pad



Moves your ranger or changes the water's launch direction.

A Button

Launch water. Hold the button to stay in place and launch the water quicker, use the Control Pad to adjust the direction of your attack.

B Button

Drop the hose, while holding it. Or pick up the hose, while standing over its end. Pump water from the ground, when using the water pistol instead.

GAME SELECTION

On the title screen choose between single and 2 player mode by pressing up or down and placing the hose mark next to your desired game mode.

Game A offers a moderate difficulty level, as the time will reset for each stage.

Game B is a more challenging mode, which won't reset the time after you clear a stage. Instead, rescuing children will increase your time count. However, if a child gets burnt before its rescue, your time remaining will not increase.

START Button

Press this button to begin a new game.

Pause:

Press the START button to interrupt play in the middle of a game. The pause tone will sound and the game will stop. Press the button again to continue playing.

- The TOP SCORE will disappear, if the reset switch (on the control deck) is pressed or the system is turned off.

2. HOW TO PLAY

OBJECTIVE OF EACH STAGE

Each stage is cleared by dropping down the required number of children at the exit point. Dangerous enemies can be defeated using the rangers' water jets. Carrying the water hose will provide the rangers with more powerful attacks. Letting go of the hose will allow them to move around quicker, but their attack power will be decreased in return. Judging each situation individually and acting quickly is key to surviving and winning the game.

① Score player 1

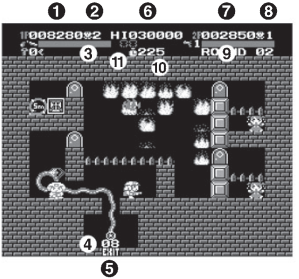
② Remaining extra lives player 1

③ Remaining water capacity player 1

④ Remaining length of your hose

⑤ Exit

⑥ High-Score



Score player 2 ⑦

Remaining extra lives player 2 ⑧

Remaining water capacity player 2 ⑨

Remaining time for this stage ⑩

Number of kids saved and still to save ⑪

THE RANGERS

In 1 player game you can choose between Popo and Mimi. In 2 player game the second player will control the other character - depending on the choice of the first player.

- **POPO**

A hot-blooded ranger full of justice. *"I am an ace among the rangers, and might still be young, but have been recognized for my calm judgment! My hobby is plastic modeling and I like it when things heat up."*

Movement speed:

★★★

Water replenishment:

★★★★★

- **MIMI**

A dutiful ranger sparkling with courage and kindness. *"I support my colleague Popo, who tends to be a bit brash, but we are working together. My hobby is swimming and I love snacks."*

Movement speed:

★★★★★

Water replenishment:

★★

- **Pay attention to the length of the hose!**

  The remaining length of the hose is indicated by a visible counter next to the exit. When it reaches zero, the hose will be dropped automatically. By retracing your steps, you can collect the hose to rebuild its length and to use it for a different route.

- **When the stage's timer reaches zero**

  The screen will turn red and the fire will start spreading much faster.

- **When there are no extra lives left**

  Once the remaining lives reach zero, the next time you die, the game is over. You've got three chances though, so you can choose to continue and return on the spot.

MONSTERS

The higher the stage, the more monsters will appear and try to stop the rangers. Carefully studying the enemies' behaviour will help you to win the game.

- **EMBAT**

It looks like a bat, but is actually an ember fairy. A mischievous and troublesome thing that will bite your hose, if you don't stop it in time.

- **IGNIZARD**

A huge lizard that emerges from the ground. Be on your guard to avoid its powerful exploding breath! The red Ignizard can even destroy walls.

• **BOMBAT**

An Embat grown from the depths of the fire. It flies high enough so that water can't harm it and it scatters dangerous projectiles all over the fire site.

• **STEWHEARTH**

A mysterious butler. Rumor has it that he is the ghost of a fire victim. Be careful around him, as he can slip through walls.

• **HOLOCASTER**

An evil wizard often sighted at massive fire sites. With a bird-like face and a scary scream, he causes turmoil among people. Avoid his magic projectiles at all costs.

MIMI:
W-wait, what? This huge devil is up against us?!

• **COUNT ABLAZE**

As an incarnation of pure anger and evil he manipulates flames using his will. He's the pyromaniac standing between you and ultimate victory.

BONUS ITEMS

These items will randomly appear and can be helpful in clearing the game. They will disappear again, if they remain uncollected for too long.

• **MONEY BAG**

A 8000 points bonus score.

• **DIAMOND DETECTOR**

Reveals the position any hidden diamond during the next four stages.

• **10 M HOSE EXTENSION**

Boosts the maximum extension of the hose by ten meters (ten steps).

• **SUPER WATER GUN**

The power and range of the water shot increases.

• **SPRINKLER**

Large drops of water falling from the ceiling will help to extinguish the flames.

• **1UP**

The number of extra lives increases by one.

IMPORTANT ITEMS THROUGHOUT YOUR GAME

Some of these items will be necessary to clear the stages. These won't disappear over time.

- **OIL DRUMS**

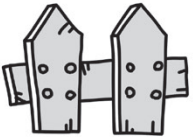
Explode when ignited by surrounding fires. However, they will also destroy neighbouring walls and might create useful short-cuts.

- **5 M HOSE EXTENSION**

Boosts the maximum extension of the hose by five meters (five steps).

- **KEY**

Necessary to unlock doors. Each key can only be used once.



- **FENCE**

Fences cannot be passed when equipped with a hose. While they block foes, they do not block water shots.

- **DIAMOND**

Encircling the right places with the hose may cause diamonds and other items to appear. There are many hidden secrets.

IMPORTANT NOTES FOR YOUR GAMEPLAY

- **Managing the length of the hose**

  The length of the hose is limited, so plan your available steps carefully and efficiently. Available steps can be recovered by collecting parts of the hose already used and extension items will allow you to increase the hose's maximum length.

- **Water Gun**

  If the hose is dropped or lost, the rangers will attack with their water pistol instead. Compared to the hose, its power is weaker and there is a limit to the number of water shots you can dispense. If you run out of water, press the B button repeteadly to replenish your water supply - or just pick up the hose again.

- **Saving the children**

  There is a varying number of children trapped in each stage. Rescuing all of them results in a higher bonus, but isn't necessary to complete a stage. Carrying multiple children at once will slow you down.

- **When the flames reach the exit...**

  If your hose reel burns, your hose will vanish completely for the remainder of the stage. You will still get it back in the next stage.

STRATEGIC TIPS

Managing your weight

While the rangers are usually quite agile, things can get heavy, if you hold a hose and rescue more than a child at a time. The more children you carry, the slower your ranger becomes. Sometimes it's a good idea to drop the hose on purpose or to deliver some children to the exit before rescuing others in order to regain some speed.

- **Eliminating the fires firmly**

  If there is even just a little bit of fire left, it will ignite its surroundings and spread quickly. If the fire spreads to your hose, it will get burned and you'll lose the connection. Focus on any flames nearby, so this doesn't happen.

- **Hidden diamonds**

  By encircling certain areas of the stage with your hose, a diamond may appear. Glowing grounds might offer a hint on their location. Once you collect four diamonds, you'll get one extra live. Gems also possess other mysterious powers.

- **Dropping your hose on purpose**

  Judgment is important. The hose has better range and shoots quicker than the water pistol, but adjusting the shooting direction is slower and since the hose is heavy, overall movement speed will also decrease.

3. THEME SONG

The game's theme song was recorded with Japanese lyrics and can be sung along while playing the game.

Moeru hikeshi tamashi! Honoo no Rangerman
Heated fire fighting! Blazing Rangers

Sakamaku honoo ni aorare yuki ga furueru
The courage trembles and is fueled by the flames

Ikite kaeru sono hi made furimuku koto naku
Don't ever look back before I return alive

Heiwa wo mamoru manazashi yasashisa afureru
Protecting the peace, full of kindness

Tasuke ga hoshii sono toki ore no namae wo yobu no sa
When you need my help, just call my name

Honoo no atsusa ni makeru na yo honoo no chikara wo anadoru na
Don't lose to the heat of the flames! Never underestimate their power!

Atsuku moeru tame atsuku ikiru tame kimi no hono kagayake!
Be blazing, live fiery and let your flames shine!

Ranger ranger hageshiku migi no kobushi wo takaku tsukiagete
Rangers, Rangers, push up your fist with all your might

Ranger ranger genkai! Sore ha itsu demo koete yuku mono sa
Rangers, Rangers, always go beyond your limits

Ranger ranger tomaru na! Kimi no engine honoo agetetemo
Rangers, Rangers, never stop! Not even if your engine burns down

Ranger ranger kagayaku inochi yakitsuku hodo bakuretsu no tamashii?
Rangers, Rangers, it's a fiery life! A blazing soul burns inside you

Honoo no Rangerman!
Blazing Rangers!

4. CREDITS

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Music and Sound ..... hydden
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